Tech News

Bike-to-school Day

Kevin Karplus

This Thursday is the semiannual (Fall and Spring) Bike-to-School Day.   In 2005, BBC Radio 4 had a poll for the world's greatest invention, and the bicycle won handily, with more than half the vote, easily beating more recent inventions like cars and computers.

In Tech Club today we'll spend a little time discussing some technical issues about bicycles, like what gear ratios are and how a bike balances with only two wheels. We'll also look at some Scratch games that feature bicycles, such as Graham's bike race.

Daedelus project Light Eagle, human-powered airplane http://www.dfrc.nasa.gov/Gallery/Photo/Daedalus/Medium/ EC87-0014-8.jpg

Bike picture from http://content.answers.com/main/content/wp/ en/6/67/Annotated_bicycle.jpg

Scratch Tips: All About Rotation

Abe Karplus

Rotation affects two things: appearance and direction of movement. It is controlled by any one of the three code blocks `turn ↻ 15 degrees`, `point in direction 90 ▾`, and `point towards ▾`. Please note that the only type of movement block affected by rotation is `move 10 steps`.

Above the scripts window you may notice three small buttons to the left of the image of the sprite. The top one of these is ↻, which is the default setting. It allows full rotation of the image in accordance with the sprite's direction. The second button, ↔, only allows the image of the sprite to face left or right. The third button, •, prohibits all rotation of the image.

Scratch Comics

Grant Simmons